Combined modifier table:

Just to have it one place, here are *all* power modifiers. Those in **bold** are 'defaults', so if a power does not list it, assume this is the case.

campaign base	value
free/efficiency	varies

effect: mobility	modifier
primary natural	-4
secondary natural	-2
tertiary natural	+0
artificial	+0
paranormal	-4
extra-dimensional	-6
each extra mobility	-2

effect: information	modifier
store	+0
recieve	-2
jam	-3
transmit	-4
each extra information	-2

effect: offense	modifier
acts as lethal dmg	+0
acts as half-lethal dmg	+2
acts as non-lethal dmg	+4
acts as lethal melee	+2
acts as half-lethal melee	+4
acts as non-lethal melee	+6
affect v. broad power	-10
affect broad power	-6
affects average power	-4
affects narrow power	-2
each extra offense	-2 extra

effect: defense	modifier
affect v. broad power	-4
affect broad power	+0
affect average power	+2
affect narrow power	+4
protect vs. lethal	-4
protect vs. half-lethal	-2
protect vs. non-lethal	+0
protect vs. a power cat.	+0
protects as armor	+0
protects as rigid armor	+2
protects as flex. armor	+4

effect: control	modifier
control is objective	+0
control is subjective	+3

control targets	modifier
control over animate	+2
control over inanimate	+0
control over sentient	-2
control over an abstract	+3
control over broad type	+0
control over single type	+2
control over unique	+4

effect: alter	modifier
restore	-6
increase	-1
reduce	+0
expand	+0
limit	+2
morph	+0
transfer	-6
indirect transfer	-2
multiple alter effects	-2

alter targets	modifier
a physical characteristic	-2
a mental characteristic	-3
a spiritual characteristic	-4
a Forte only(plus other)	+2
derived characteristic	-6
affect v. broad power	-10
affect broad power	-6
affect average power	-4
affect narrow power	-2
multiple alter targets	-2

framework: suites	modifier
single power only	+0
two power suite	+1
three power suite	+2
four power suite	+3
five power suite	+4
six power suite	+5

range	modifier
self only	+4
aura	+2
touch	+0
melee	-1
thrown	-1
very short(6 meters)	-1
short(23 meters)	-3
medium(90 meters)	-5
long(350 meters)	-7
very long(1.4km)	-9
extended range	-2
declining range	-1
minimum range	+1
+4 non-combat range	-1
subjective benefit	-4
indirect range	-2
unconventional range	-4

duration of power	modifier
an instant	+2
an action	+0
until stunned	-2
until knocked out	-4
continuous	-4
always on	-2
time level	-time/4
declining	-1
time delay	+2
triggered	-2

duration of effect	modifier
until power dur. ends	+0
as stamina recovery	-2
as non-lethal hits rec.	-3
as half-lethal hits rec.	-4
as lethal hits rec.	-5
time level	-time/6
semi-permanent	-6
severable	-1
range-limited	+2

Column 1

defense against — modifier

⊖	is a very broad type	+4
⊖	is a broad type	+0
⊖	is an average type	-2
⊖	is a narrow type	-4
⊖	is esoteric	-4
⊖	works as decr. layers	+0
⊖	adds together	+4
⊖	only use highest value	-1
⊖	requires specific cov.	+varies
⊖	protects absolutely	+4
⊖	can be improvised	+2

visibility — modifier

	power is very obvious	+1
	power is obvious	**+0**
	power is subtle	-1
	power is hidden	-3
	power is undetectable	-5

ceiling — modifier

	±half value or ±2d	+2
	limited to ±1d	+4

circumstance — modifier

	works 3/4 of the time	+1
	works 2/3 of the time	+2
	works 1/2 of the time	+3
	works 1/3 of the time	+4
	works 1/4 of the time	+6
	works 1/8 of the time	+9
	reduced to 3/4 eff.(-1d)	-3
	reduced to 1/2 eff.(-2d)	-2
	reduced to 1/4 eff.(-3d)	-1
	reduced to zero effect	+0
	reduced proportionally	-1

coverage — modifier

	head & neck (loc. 5-6)	+8
	head & neck(loc. 3-6)	+7
	chest & abd.(loc. 10-11)	+5
	chest, abd. & head	+4
	full torso(loc. 9-12)	+3
	full torso & head	+2
	arms(locations 7-8)	+6
	upper legs(loc. 13-14)	+5
	full legs(loc. 13-18)	+4

Column 2

success on 3d — modifier

	≤6 (or fails on ≤14)	+9
	≤7 (or fails on ≤13)	+8
	≤8 (or fails on ≤12)	+6
	≤9 (or fails on ≤11)	+4
	≤10 (or fails on ≤10)	+3
	≤11 (or fails on ≤9)	+2
	≤13 (or fails on ≤7)	+1
	ablative chance	+1
	secondary abl. chance	-1

side effects — modifier

	operational effect	+1
	failure side effect	+2
	mandatory side effect	+4
	special effect	+1

enhancements — modifier

	+4 non-combat effect	-1
	penetrating	-1
	stopping power	-1
	armor-piercing	-2
	battering	-4
	autofire	-2
	autofire only	-1
	autoburst	-1
	shotgun effect	-2
	variable spread	-1
	accuracy, per +1	-1
	hardened	-1

delegation — modifier

	none(default)	**+0**
	exclusive	-1
	shared 2x	-2
	shared 4x	-4
	shared 8x	-6
	contagious	-3
	severable	-1
	at range	-level/4
	password	-1

dependency — modifier

	dependent effect	+1

Column 3

usage — modifier

	no preparation needed	**+0**
	opposed combat roll	+4
	ranged combat roll	+2
	opp. non-combat roll	+2
	average(7) skill roll	+1
	hard(11) skill roll	+2
	heroic(15) skill roll	+3
	minimum Fate of 5	+1
	minimum Fate of 7	+2
	minimum Fate of 9	+3
	gestures	+1/+3
	voice	+1/+3
	concentration(prep)	+2
	concentration(active)	+2
	preparation time	+level/4
	warmup(+3 per time)	+1
	warmup(+2 per time)	+2
	warmup(+1 per time)	+3
	requires x2 users	+4
	may use x2 assistants	+2

degree of flexibility — modifier

	1pt of flexibility in power	-3
	1pt of flexibility in effect	-2
	1pt of flexibility in detail	-2
	omni-power	-12

ease of flexibility — modifier

	no flexibility at all	+1
	adjust each action	-2
	adjust each encounter	+1
	adjust each session	+2
	adjust each adventure	+3
	adjust each day	+1
	adjust each week	+3
	reactive adjustment	-1
	location-based adjust.	+1
	usage modifiers	+special

special targeting — modifier

	increased targets	-(lev.+1)
	area(radius)	-rad. lev.
	explosion	-8
	line(plus area)	+6
	narrow cone(plus area)	+4
	wide cone(plus area)	+2
	boundary(plus area)	+2
	slow(-1 initiative)	+2

drain

	drain	modifier
	+2 per +3 power level	+9
	+1 per +3 power level	+7
	+1 per +6 power level	+5
	+1 per +9 power level	+4
	+1 per +12 power level	+3
	+1 per +15 power level	+2
	+1 per +18 power level	+1
	no drain	**+0**
	zero drain	-1
	drain is non-lethal hits	+2
	drain is lethal hits	+4
	drain is an attribute	+4
	steady drain	-level/4
	pushable	-1

stored power

	stored power	modifier
	charges	-2
	energy reserve	+0
	communal reserve	+1
	independent reserve	-9
	reserve use rate	+time/4
	linked to stamina	+1

power quantity

	power quantity	modifier
	1	+7
	2	+6
	3	+5
	4	+4
	6	+3
	8	+2
	11	+1
	15	+0
	23	-1
	32	-2
	45	-3
	65	-4
	90	-5
	125	-6
	180	-7
	250	-8
	400	-9
	700	-10
	1000	-11
	each +1 quantity level	-1

power subdivision

	power subdivision	modifier
	quantity in 1 set	+0
	quantity in 2 sets	+1
	quantity in 3 sets	+2
	quantity in 4 sets	+3
	quantity in 6 sets	+4
	quantity in 8 sets	+5
	quantity in 11 sets	+6

power replacement

	power replacement	modifier
	replace as an action	+0
	replace as time level	+time/4
	incremental time level	+2
	average(7) skill roll	+1
	hard(11) skill roll	+2
	heroic(15) skill roll	+3
	extra hands to repl.	+special
	special equip. to repl.	+1
	set compatibility	±1
	energy size/weight	±special
	disposable (see rules)	+6 tech
	replenish from stamina	+2
	mundanely replaced	-1
	grid power	+1
	full replacement only	+1
	set replacement	+level/4
	contingencies (☯)	+half(d)

tech base

	tech base	value
	Primitive Era	-9/0
	Basic Era	-6/3
	Industrial Era	-3/6
	Atomic Era	0/9
	Post-Atomic Era	3/12
	Interstellar Era	6/15
	Advanced Era	9/18
	each fractional era	±1/±1

gadget type

	gadget type	modifier
	obvious	+2
	subtle	+1
	hidden	+0
	carried	+2
	worn	+1
	embedded	+0
	immobile	+4
	mundane	+1
	cheap(-2 cost)	-2
	expensive (+2 cost)	+1

mass

	mass	+P	modifier
	≤.1kg	1	-9
	.25kg(knife)	1	-6
	.5kg	1	-3
	1kg(pistol)	1	+0
	2kg	2	+3
	4kg(rifle)	3	+6
	8kg	4	+9
	16kg	5	+12
	32kg(lmg)	6	+15
	64kg	7	+18
	125kg	8	+21
	250kg	9	+24
	500kg	10	+27
	1 ton(cannon)	11	+30
	each ±1 mass		±1

mundane gadget cost

- level for the power quantity
- + *total* cost in P
- + ¼ (u) of (size *modifier* plus *second* value in the tech base)
- +1 for each extra power
- - *half* (round towards zero) of any modifier for coverage
- then -12 (-18 if **disposable**)

vehicle-specific

	vehicle-specific	modifier
	rail movement	+0
	on-road movement only	-2
	off-road movement	-4
	walking movement	-6
	flight/vertical flight	-4/-7
	gliding	-4
	water movement	-11
	mundane acceleration	+1
	mundane handling	+2
	altered mobility size	±1

weapon arcs

	weapon arcs	modifier
	half-sphere	+3
	quarter-sphere	+6
	sixth-sphere	+7
	eighth-sphere	+9
	fixed facing	+12
	slightly limited	+1
	elevation-limited	+2
	slow	+time/4
	unprotected	+3